

■ **All-New Format!** ■

POLICE QUEST™ 2

The Vengeance

INCLUDES COMPLETE WALK-THRU

INCLUDES ALL AREA MAPS

LIST AND LOCATION OF ALL OBJECTS

ALL SOLUTIONS REVEALED

**HIDDEN ROOMS, LOCATIONS AND
CHARACTERS YOU MAY NOT
HAVE ENCOUNTERED**

THE PERFECT GAME ACCESSORY



POLICE QUEST™ 2

The Vengeance

HINT BOOK



SIERRA ON-LINE, INC. • COARSEGOLD, CA 93814 • (209) 683-6858

TM designates trademark of Sierra On-Line, Inc. • is a registered trademark of Sierra On-Line, Inc.
1989 Sierra On-Line, Inc. Printed in the U.S.A.

002481800

Welcome back to the City of Lytton with "Police Quest Two." I hope you are finding your experience as a Homicide Detective both fun and challenging. As in "Police Quest," we have attempted to install a sufficient amount of realism to give you, the adventure game player, a feel of being in the drivers' seat again with true-to-life situations.

It is quite different from Sierra's other adventure games, which tend to wait for you to solve their puzzles in whatever order you wish. Often "Police Quest Two" will just continue without you; if you fail to solve a puzzle, you will miss those points! Therefore, we expect many people to finish the game with a low score. This hint book will get you through successfully. If, in the unlikely circumstance that you have a problem that isn't covered in this hint book, feel free to contact Sierra's Customer Support Department at (209) 683-6858. In addition, take a moment right now and read your reference card. Be sure to experiment with all the Menu items.

HOW THIS BOOK WORKS

The whole point of playing "Police Quest Two" is to discover its puzzles and then discover the solutions to them. However, some puzzles may be so well hidden that you don't even know where to begin. Or, this may be your first experience with an adventure game. Hence, this hint book.

HOW TO USE THIS HINT BOOK

When you get stumped, look through this book and find the question that is closest to your problem. Use your answer card to uncover the answers in sequence by placing the red window over the answer you wish to read. Hints progress from mildly helpful hints, to strong clues, to here's the solution. It's best to read them individually, and in sequence. Be sure to read only those hints you really need.

HOW NOT TO USE THIS HINT BOOK

You wouldn't be developing true detective skills by just scanning through the book reading all the answers! Read only those hints absolutely necessary, and as few of those as you can. Beware, you may find one or more fake questions hidden in this book.

IF YOU HAVE FINISHED "POLICE QUEST TWO"

After you have "won" the game, we invite you to check out the back of this book. It contains several "potent" sections you will enjoy. But, be very cautious using this section! Don't even look at it until you have actually seen the end of "Police Quest Two."

Thank you for playing "Police Quest Two." Hopefully, this game has given you a little insight as to some of the things you can experience as a Police Detective.

*Jim Walls,
California Highway Patrol, retired*

GENERAL QUESTIONS

All I do is wander about! Is this it?

What's the point of this game, anyway?

I'm tired of dying and starting over again from the beginning!

Sonny walks too slow! Sonny walks too fast!

How can I "look at" the objects I have?

Sonny is not successful adjusting my gun sights. What am I doing wrong?

I can't find the key to get into the station.

I can't find the passwords for the computer.

The Captain calls me in and reprimands me, why?

AT THE STATION

I can't find the key to get into the station.

I can't find the passwords for the computer.

The Captain calls me in and reprimands me, why?

I can't find the keys to the unmarked car.

How do I find the combination to my locker?

Where in the world do I find the field kit?

I'm not successful adjusting my gun sights. What am I doing wrong?

I can't find the key to get into the station.

I can't find the passwords for the computer.

The Captain calls me in and reprimands me, why?

I can't find the key to get into the station.

I can't find the passwords for the computer.

The Captain calls me in and reprimands me, why?

I can't find the key to get into the station.

I can't find the passwords for the computer.

Search the police station to find the fools of your trade.
You will need them when you are in the field.
Read the documentation that came with the game.

Find escaped felon Jessie Bains, the "Death Angel."
Discover evidence, follow leads, and build your case.
Finally, come face-to-face with the Death Angel and take the appropriate action.

Everyone fails a lot in adventure games. That's one reason it's so satisfying when you finally solve one.
You need to read your game documentation. Adventure games are designed to be saved periodically so you don't have to start at the beginning every time you make a mistake.

Refer to the game menu.
Scenes with lots of animation, may appear to run at "normal" speed even though in "fast" mode.

Type "look gun" to see your gun.
Read your game documentation included in your game.

It can be found on a ring.
Think of a logical location for a key.
Look in your car.
Look at the dash.

They are located in the homicide office.
Try looking on a desk.
Look at the papers on the Captain's desk.

They're in one of the offices.
Hanging on a keyboard.
Try the Homicide office.

It can be found in a very logical place.
The glove box of your personal car.
On a business card.
Turn the card over.

It's found in the police station.
Make sure you search each scene thoroughly.
It's located in the hallway.
You need to face the front of the counter, on the right side of screen.

Aim at the same location on the target each time you fire.
To develop a pattern, fire at least twice each time.
Bring the target forward for viewing.
"Look target."
"Adjust sights" accordingly.
Repeat the above steps until....
The message reads, "your sights are correctly adjusted."

Talk to him.
Save his job.
You first have to use the computer in the office.
Look in the "personnel" directory.
Then go back to Lloyd and type "Help man."

Captain Hall enjoys his work.
He likes picking on you.
You took too long starting your investigations.

What is operation code name "Ice man?"

Operation Ice Man is a code name for the
operation to capture the Ice Man.
The Ice Man is a person who
has been captured and is now
being held in a secret location.

Where do I find Marle's phone number?

Marle's phone number is
1-800-555-1234.
You can find it in the
phone book under the
letter M.

Where do I find Colby's phone number?

Colby's phone number is
1-800-555-5678.
You can find it in the
phone book under the
letter C.

DRIVING

At the start of the game I can drive my personal car around but nothing happens.

At the start of the game, you can drive your personal car around, but nothing happens. This is because the car is not yet registered in the game.

How do I get anywhere in the car?

You can get anywhere in the car by driving to the location you want to go. The car will stop at the location and you can get out.

How do I make Kelth stop his smoking?

You can make Kelth stop his smoking by talking to him and telling him that you are a doctor. He will stop smoking and you can give him a prescription for his smoking habit.

AT THE JAIL

How can I get inside of the jail?

You can get inside of the jail by talking to the guard and telling him that you are a doctor. He will let you in and you can talk to the prisoners.

What do I do once I'm inside?

Once you are inside the jail, you can talk to the prisoners and find out what is going on. You can also talk to the guard and tell him that you are a doctor. He will let you out and you can go back to the hospital.

AT THE MALL

I'm stumped at the mall.

You are stumped at the mall because you are not sure what to do. You can talk to the people at the mall and find out what is going on. You can also talk to the people at the mall and tell them that you are a doctor. They will let you in and you can go back to the hospital.

What is the sale item I need from the mall?

The sale item you need from the mall is a pair of shoes. You can find them in the shoe store and buy them for \$10.00.

COTTON COVE

I keep dying from the ambush.

You keep dying from the ambush because you are not sure what to do. You can talk to the people at the ambush and find out what is going on. You can also talk to the people at the ambush and tell them that you are a doctor. They will let you in and you can go back to the hospital.

A new Sierra adventure game in the works.
Author and designer, Jim Walls.
A military, covert operation.
Features a nuclear attack submarine.
Watch for it in late summer 1989.

Your desk holds the answer.
LT&T is at your service.
Dial information.
Dial "411"
Ask for "Marie Wilkans."

At the motel.
It's found in room 108.
In the bathroom.
In the sink.

You're supposed to be going to work not getting off.
Don't drive your personal car in the beginning.

Very carefully.
With your eyes wide open.
For example type, "drive to jail."

Ask him.
Didn't do you a bit of good did it?
Maybe the Schick treatment.

There is a procedure to follow.
Ring the buzzer.
Show your identification.

Talk to those who can help you.
Talk to jailer.
Talk to witness.
You need to look at two files.
Look at Bains' file and take new mug shot.
Look at Pate's file and note his gun's serial number.

Have you investigated everything thoroughly?
You will need your "field kit."
Investigate the jailer's car.
Dust the glove box.
Type "use the tape."
Open glove box and take holster and bullets.

You're wasting time on this one.
You're still wasting time.
Nothing at this mall is on sale.
You can't even get inside.

Bains isn't there to play tag.
Did you read the message that followed your demise?
Your gun sights must be properly adjusted.
Just after Bains enters scene fire your gun, you will miss.

I keep getting run down by Balns.

After the ambush, is that all there is?

What's the deal with the trash can?

I can't help search the river because I don't have a dive card.... Where do I find it?

Is there really a body to be found?

Is there other evidence to be found in the river?

After changing into the "Bag Lady," how do I change back to Sonny Bonds?

Where in the world do I go when I finish Cotton Cove?

AIRPORT

Is there anything to find in the stolen car?

How do I get into the stolen car?

What do I do in the airport?

After changing into the "Bag Lady," how do I change back to Sonny Bonds?

Where in the world do I go when I finish Cotton Cove?

AIRPORT

Is there anything to find in the stolen car?

How do I get into the stolen car?

What do I do in the airport?

I bought flowers, now what do I do with them?

AIRPORT

Is there anything to find in the stolen car?

How do I get into the stolen car?

What do I do in the airport?

I bought flowers, now what do I do with them?

AIRPORT

That's his sole purpose in life.
You can avoid being run down if...
You walk up toward the river.

Did you talk to the jogger?
Search each scene.
Evidence can be found in the far left scene.
It's found by the water's edge all the way to the left.
"Look down."

Nothing unless the ambush has taken place.
Evidence can be found inside the car.
"Search garbage."
Get clothes and read tag.

If you look everything from your desk drawer, you have it.
It's in your wallet.
"Search wallet."

Yes.
It's wedged between the rocks.
It's in the scene all the way to the right.
At the right side of screen in the middle "look down."
You must "move rock" which exposes a hand.
"Look at the hand."
Type "remove the body."

Yes, before you remove body.
Swim to the scene all the way to the left.
Located near the middle of the scene you can find the makeshift knife
used in the escape. Type "look down."
In the middle scene, in the center of the scene, type "look down," and
you will find the jailer's badge.

This is really off the wall.
If you change into the "Bag Lady" we have a serious problem.
Please contact our "customer service" and report it.

You can find a clue from the radio broadcast.
Recall the last known direction of the fleeing vehicle.
"Drive to the airport."

Yes, a fingerprint.
Think of a logical place it can be found.
One of the first things a thief would do after stealing a car.
He might adjust the rear view mirror.
"Dust rear view mirror."
Type "use tape."

You must have probable cause.
Look the car over carefully.
Stand at the front of the car.
Look at the license plate.

Much information can be found here.
Try talking to the ticket agents and car rental agents.
Remember the procedure.
Identify yourself.
Show Bains' mug shot.
Look at the lists the agents will give you.

Nothing right away.
Be patient.
You can give them to a nice young lady.
Give them to Mañe when you have dinner.

What do I do in the airport?

I bought flowers, now what do I do with them?

Is there anything tangible I can find?

Where do I go when I finish the airport?

How do I get authorization to purchase a ticket?

ARNIE'S RESTAURANT

I'm at the restaurant with Marie, what do I do?

ROBERTS MURDER SCENE

Did I miss anything significant at the murder scene?

I drive to the murder scene but nothing is there.

What do I do or where do I go after the murder scene?

MOTEL

The motel manager won't tell me anything.

Much information can be found here.
Try talking to the ticket agents and car rental agents.
Remember the procedure
Identify yourself.
Show Bains' mug shot.
Look at the lists the agents will give you.

Nothing right away.
Be patient.
You can give them to a nice young lady.
Give them to Marie when you have dinner.

Evidence.
Found in a room of rest.
Look around in the bathroom.
Try different things.
Flush the toilet.
Remove the tank lid.
In the middle stall.
Remove the gun.
Use the hand dryer to dry gun.

When the trail gets cold, head for the barn.
Drive back to the station and finish your work.
Take care of the evidence you've gathered.
"Book evidence" at the booking window.

You need enough evidence to convince the Captain.
You need Colby's business card.
You need the hit list.

Call Steelton Police Dept.
Call and warn Colby.
You need to show the evidence to the Captain.

You mean you can't think of anything?
Try talking to her.
Buy her something to eat.
Try kissing her.
Give her the flowers.
Kiss her more than once.

Before you removed the body did you find the corner of envelope?
After getting the corner of envelope tell Coroner to remove body.
Did you find the "death threat note" in the trunk?

Nothing will be at the murder scene if...
You go there before day two or...
If you take too long getting there.

Did you find the address to the Snuggler's Inn?
It's in the trunk.
Clutched in the victim's hand.
"Drive to address on the corner of envelope."

Does he know who you are?
You have to identify yourself.
Did you show him Bains' mug shot?

What can I find inside the motel room.

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

Where do I go when I'm finished with the motel?

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

MARIE'S HOUSE

Marie's house is a mess but that's about it.

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

What do I do with the souffle in Marie's oven?

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

What do I do after finishing Marie's house?

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

AIRPLANE

I keep getting thrown off the plane.

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

I can't get by the hijacker, he keeps killing me.

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

The hijacker still keeps killing me!

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

I'm sorry but the hijacker STILL keeps killing me.

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

I can't find the bomb.

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

Defusing the bomb is something else!! How do I do it?

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

I'm still having problems defusing the bomb!

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

STEELTON PARK

What do I do with that confounded dog?

I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.
I can't find anything inside the motel room.

You really don't want to know everything do you?
Try searching a little harder.
You can find blood, envelope and letter, lipstick and business card.
The lipstick is under the bed on the far side.
The letter is in the nightstand next to bed.
The business card is in the sink in the bathroom.

Do you remember any of Marie's conversation?
Did you remember the color of Marie's lipstick?
She said she was worried about the escape.
You had better check on her.
Drive to Marie's.

Are you sure you have looked everywhere?
Have you found the "hit list?"
It's on the floor.
Near the ashtray.

If it's hot, eat it.
Give it to Keith.
There's no soufflé in Marie's oven.

After any good investigation it is a good idea to use radio.
Head for the barn.
Book any evidence you have.
Check with the Captain.

Listen to the stewardess.
Follow instructions.
Make sure you fasten your seat belt.

You need to act fast.
You have to use your gun.
Act when the stewardess falls to the floor.

What happened at the motel is affecting you here.
When the shotgun discharged, Sonny spun around hitting his gun hand.
You should have adjusted your gun sights before leaving station.

Have you been enjoying the refreshments?
Drinking alcoholic beverages and shooting just don't mix.

It's located in the rear of the plane.
Somewhere in the restroom.
You mean you still haven't found it?
Try the paper towel dispenser.

The answer is in the plane.
The dead hijackers have the answer.
Try searching them.
On one of them, you need to search the turban.

You will need wire cutters.
You need the bomb instructions.
Study the instructions carefully.
Perform each step of the instructions in reverse.

He has a purpose.
In this life but...
Not in this game!

I can't seem to get by the mugger!

How can I make friends with the mugger?

I just keep wandering, is there anything here to find?

SEWER

I can't get past the methane gas.

After I release Marle, Bains immediately enters the room and shoots me.

I just can't figure out how to get Bains.

I still can't get Bains!

Did you look around the Lieutenant's office at Steelton PD?
You can get rid of the mugger one of two ways
You can use the hand held radio or...
Draw your weapon on him.

Call him "sir."
It didn't work, did it?
You can't. His sole purpose is to mug you.

Yes.
Try a little harder.
It's near the right side of a little hill.
Type "look down," you will discover the sewer entrance.

You're going the wrong direction.
You need a gas mask.
After entering the sewer, walk to the right and stay on the lower side.
Continue into the next scene on your right and ignore all messages
about the gas.
Make a right turn and walk down the screen staying on the left side.
Continue walking down the screen into the next scene.
Walk into the scene on the left and find the gas mask.

Bains was alerted by the noise.
In her excitement Marie became too loud.
Before untying Marie, you must tell her to "keep quiet."

Listen to Marie.
You need to hide.
Hide behind the large pipe on the left.

Make sure your gun is loaded.
Make sure your gun is drawn.
Make sure you are facing toward the center of the room.
Do all the above before Bains enters the room.

AFTER THE END OF THE GAME

3000 2000 1000 0

OBJECTS

Object	Where found	Where Used
--------	-------------	------------

[illegible]

Object	Where found	Where Used
--------	-------------	------------

[illegible]

Key to unmarked car	Homicide office	unmarked car
Personal car key	Ignition	personal car
Hand held radio	Steelton PD	Burt Park
Colt 10mm automatic	Locker	Threatening situations
Ammunition & clips	Locker	Colt 10mm automatic
Money clip	Jacket pocket	Throughout game
Wallet & badge	Desk drawer	Throughout game
Diving certificate	Inside Wallet	Cotton Cove
Marie's letter	Desk drawer	Information only
LPD business card	Private car	Combination to locker
Handcuffs	Locker	Never in this game
Field Kit	PD hallway	Throughout the game
Ear protectors	Range officer	Shooting range
Bains' old mug shot	Homicide file cabinet	Throughout the game
Bains' new mug shot	Jailer	Throughout the game
Fingerprint	Stolen car at mall	Book as evidence
Jailers holster	Stolen car at mall	Book as evidence
Bullets	Stolen car at mall	Book as evidence
Discarded jail clothes	Cotton Cove	Book as evidence
Blood sample	Cotton Cove	Book as evidence

Footprint cast	Cotton Cove	Book as evidence
Lost badge	Bottom of river	Book as found property
Makeshift knife	Bottom of river	Book as evidence
Fingerprints	Stolen car at airport	Book as evidence
Flowers	Airport entrance	Present for Marie
Passenger list	Airport ticket agent	Information only
Car rental list	Car rental agency	Information only
Murder weapon	Airport restroom	Book as evidence
Fingerprints	Robert's murder scene	Book as evidence
Blood sample	Robert's murder scene	Book as evidence
Corner of envelope	Robert's body	Gives you the Motel address
Threatening note	Trunk of Robert's car	Book as evidence
Motel room key	Motel manager	Motel room
Blood sample	Motel room	Book as evidence
Envelope & letter	Motel room	Book as evidence
Lipstick tube	Motel room	Book as evidence
Colby's business card	Motel restroom	Book as evidence
Hit list	Marie's house	Book as evidence
Note	Marie's front door	Information only
Airplane ticket	Airport	To board plane
Wire cutters	Hijacker	To disarm bomb
Bomb instructions	Turban	To disarm bomb
Gas mask	Steelton sewer	Steelton sewer

SOME THINGS YOU MAY HAVE MISSED

Have you...

[illegible]

• **WARNING** •

Do not read this section unless you are definitely stuck and have no idea what to do!

ACTIVITY

POINTS

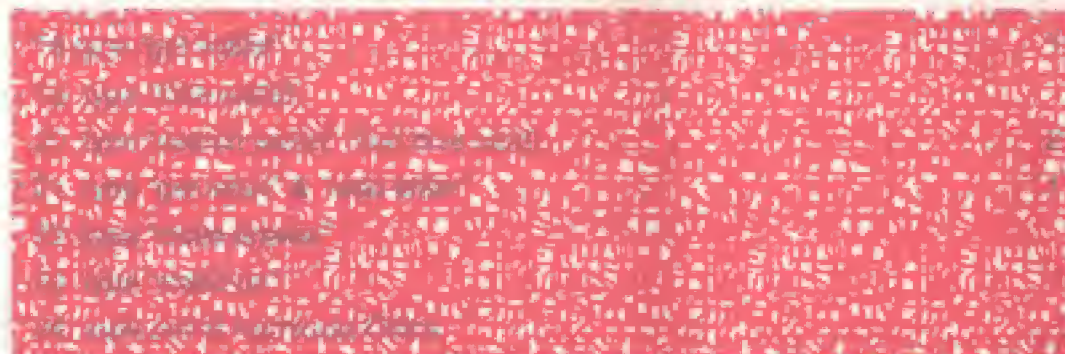
INSIDE PERSONAL CAR

[illegible]

- ...Talked to the man sitting in the locker room toilet?
- ...Tried to open the toilet door?
- ...Tried knocking on the toilet doors?
- ...Talked to Lloyd Pratt, Narcotics officer?
- ...Talked to Mario Gelapsi, uniformed officer?
- ...Talked to Steve, Narcotics officer?
- ...Tried not following orders?
- ...Tried kissing the jogger at Cotton Cove?
- ...Tried scuba diving without your weight belt?
- ...Tried standing near the bottom of the screen after the ambush?
- ...Tried shooting your gun unnecessarily?
- ...Tried flying to Houston?
- ...Tried talking to other characters in the airport?
- ...Talked to the man in the white suit upstairs in the airport?
- ...Tried to arrest the man in the white suit?
- ...Tried talking to the men seated on the bench?
- ...Tried crossing the street without pushing the traffic control button?
- ...Tried kissing Marie at Amie's restaurant?
- ...Tried kicking the door down at the Snuggler's Inn?
- ...Tried drinking alcoholic beverages while on the airplane?
- ...Tried shooting the mugger in Burt Park?
- ...Tried climbing any of the ladders while down in the sewer?
- ...Tried jumping the liquid sewage flow?
- ...Tried shooting the rats?
- ...Tried firing your weapon while in a cloud of methane gas?

- 1. type "look car" & "get keys" 1
- 2. type "open glove box"
- 3. type "look in box" & "get card" 1
- 4. type "turn card over" (combe to locker)
- 5. type "exit car" or use function key
- 6. type "look coat" (read msg about money clip)
- 7. walk to police station door
- 8. type "unlock door"
- 9. walk to Homicide Office and enter
- 10. walk to Captain Fletcher Hall's desk anytime throughout the game and type "look desk" (read msg about files and paper)
- 11. type "look paper" (read passwords for computer: *Miami, ice-cream, pistachio*) 1
- 12. walk to rear wall and type "look wall"
- 13. type "get key" (key to unmarked car) 1
- 14. type "look bulletin board" (read msg about shooting scores) 1
- 15. walk to desk and type "sit down"
- 16. type "look basket" (read msg about subpoena) 1
- 17. type "unlock desk drawer"

INSIDE DESK DRAWER



HALLWAY



LOCKER ROOM



INSIDE LOCKER



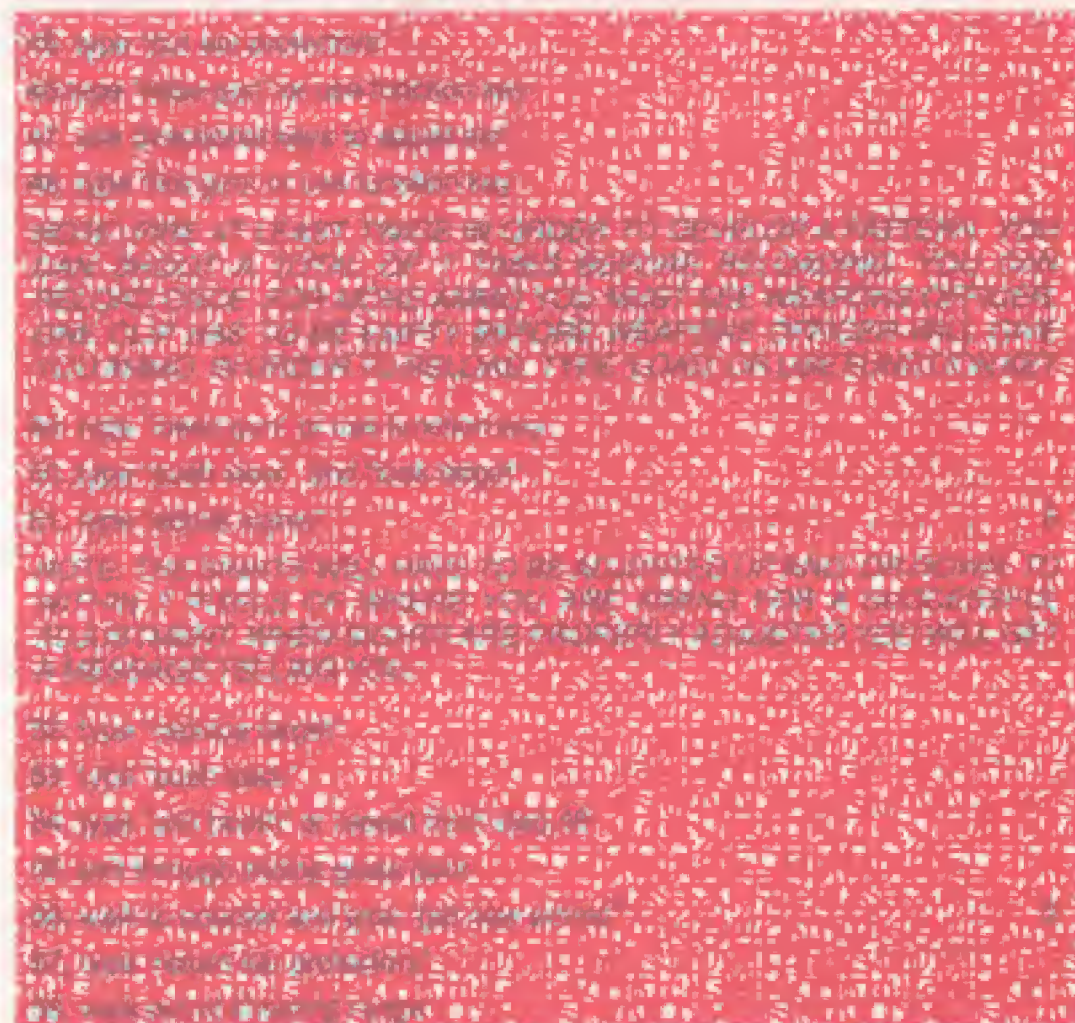
HALLWAY



SHOOTING RANGE



INSIDE SHOOTING BOOTH



HALLWAY



18. type "get wallet"	1
19. type "look wallet"	
20. type "search wallet" (find dive card)	2
21. type "get letter" & "read letter"	1
22. type "close drawer"	
23. type "stand up"	
24. walk out of Homicide Office	
25. walk to door just right of Homicide Office	
26. stand in front of first locker on the left wall	
27. type "open locker" (a prompt will come up asking for the combination)	
28. combination (36-4-12)	5
29. type "get gun"	1
30. type "get cuffs"	1
31. type "get ammo"	1
32. type "close locker"	
33. type "load gun" or use function key	
34. walk out of locker room	
35. walk over and face the front side of counter (not the booking counter)	
36. type "look counter"	
37. type "unlock bin" (read msg about field kit)	
38. type "get kit"	2
39. type "close bin"	
40. walk toward right side of picture and enter shooting range	

41. walk up to counter (talk to weapons officer Ken Mills)	
42. type "get ear protectors"	2
43. walk to sliding glass door and enter booth area	
44. walk to any open booth and type "look booth"	
45. type "put ear protectors"	
46. type "raise gun" or use function key	
47. use directional keys to adjust aim	
48. type "fire gun" or use function key	
<p><i>NOTE: FIRE AT LEAST TWICE IN ORDER TO DEVELOP A PATTERN. YOU CAN SHOOT A TOTAL OF 7 TIMES BEFORE RELOADING. YOU CAN RELOAD ONCE. FOR MORE AMMO YOU MUST SEE WEAPONS OFFICER. ONE CLIP HAS TO BE EMPTY BEFORE WEAPONS OFFICER WILL GIVE YOU AMMO. IN ORDER TO RELOAD, TYPE "LOAD" OR USE FUNCTION KEY</i></p>	
49. type "lower gun" or use function key	
50. type "push view" and "look target"	
51. type "adjust sights"	5
<p><i>NOTE: THE SIGHTS WILL HAVE TO BE ADJUSTED UP AND/ OR DOWN, TO WITHIN 7 PIXELS OF WHERE YOU ARE AIMING FOR A SUCCESSFUL ADJUSTMENT. WHEN SIGHTS ARE PROPERLY ADJUSTED YOU WILL GET A MESSAGE TELLING YOU.</i></p>	
52. type "replace target"	
53. type "push back"	
54. type "exit booth" or repeat from step 46	
55. exit through sliding glass door	
56. walk to counter and type "get new ammo"	2
57. type "return ear protectors"	
58. walk out of shooting range	
59. walk over and enter Homicide Office	

HOMICIDE OFFICE



INSIDE FILE CABINET



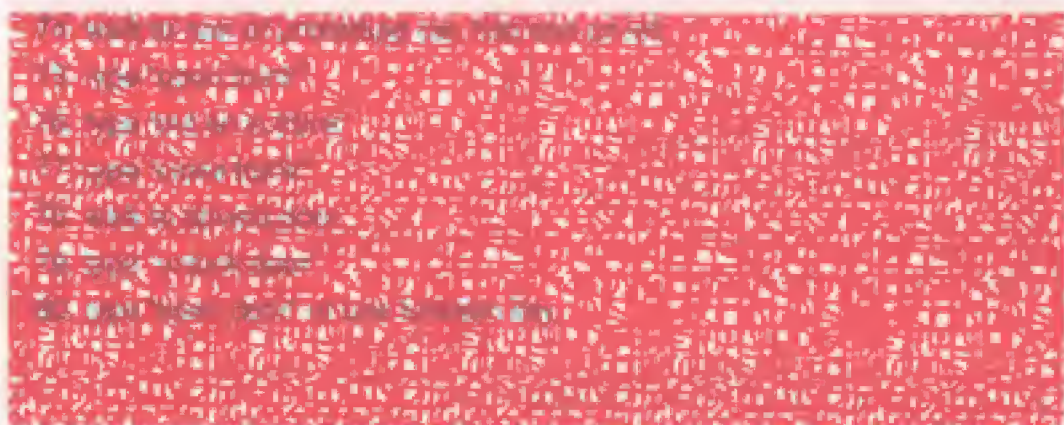
NARCOTICS OFFICE



HALLWAY



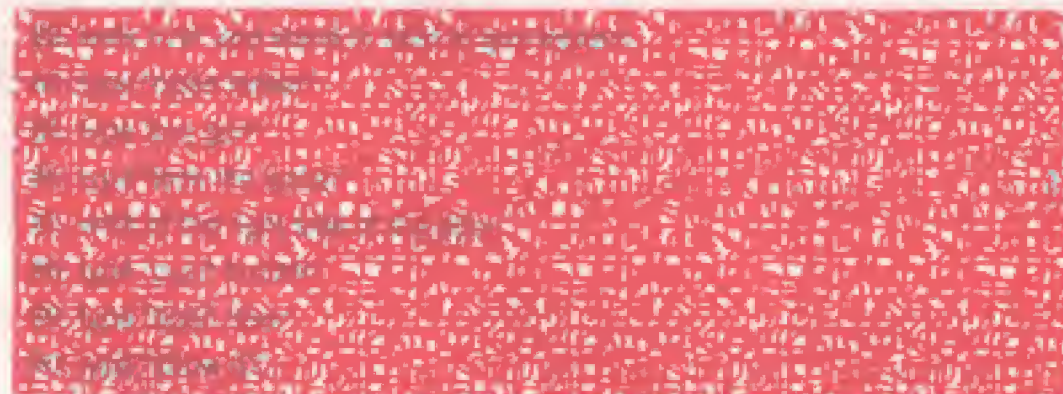
PARKING LOT



INSIDE UNMARKED CAR



JAIL PARKING AREA



JAIL



LOOKING AT FILE



LOOKING AT FILE



60. learn from Captain that Jessie Bains has escaped (Captain will order you to get mug shot and investigate.)
61. walk over and stand in front of file cabinet
62. type "open file cabinet"
63. type "Bains"
64. type "take mug shot" 1
65. type "close file"
66. type "close file cabinet"
67. exit Homicide Office
68. enter door on left of Homicide Office and talk to man on left
69. type "talk man" (speech is slow due to drugs)
70. type "help man"
71. type "talk man"
72. exit Narcotics Office
73. exit hallway into parking lot
74. walk to rear of unmarked car, first one on left
75. type "open trunk"
76. type "put kit in trunk"
77. type "close trunk"
78. walk to drivers door
79. type "unlock door"
80. type "open door" or use function key

81. type "drive to jail" (series of messages from dispatch)
82. you will automatically exit car
83. walk over and stand in front of gun lockers
84. type "open locker"
85. type "put gun"
86. type "lock the locker" 3
87. walk to the right side of the door
88. type "push buzzer"
89. type "open door"
90. type "show ID"
91. walk to booking counter
92. type "describe pate's car" 1
93. type "ask for file"
94. type "Bains"
95. type "get mug shot" (more recent picture) 2
96. type "close file"
97. repeat step 93
98. type "Pate" 2
99. type "turn page"
100. take down information about jailer's gun
101. type "close file"
102. type "see witness" 1



JAIL PARKING AREA



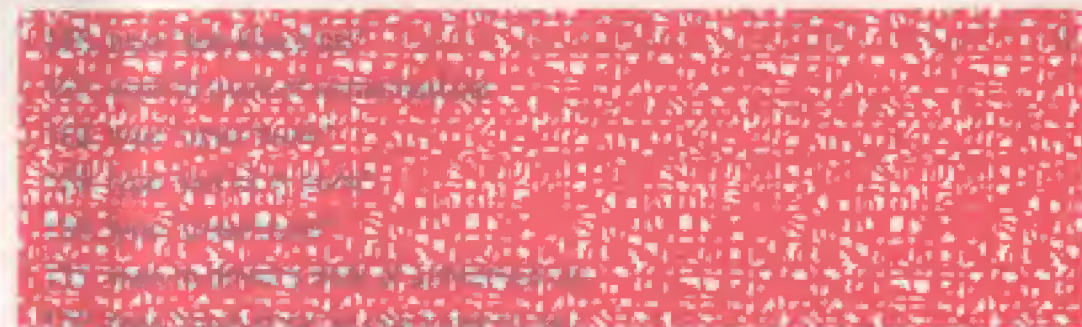
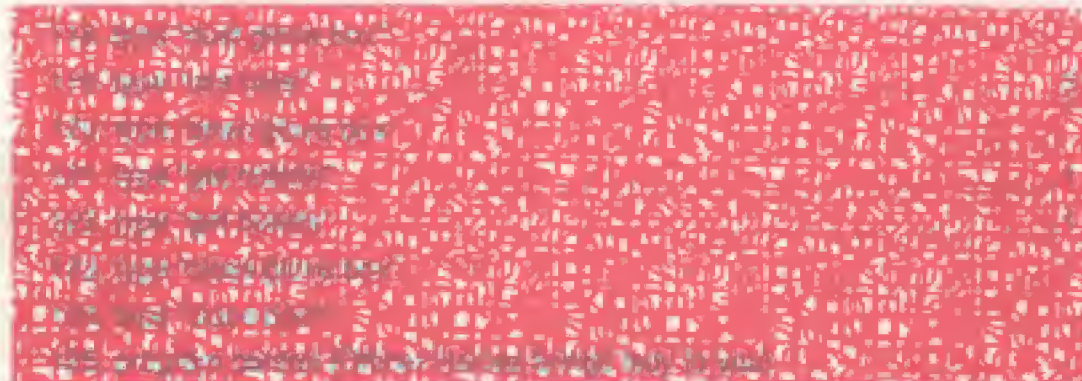
INSIDE UNMARKED CAR



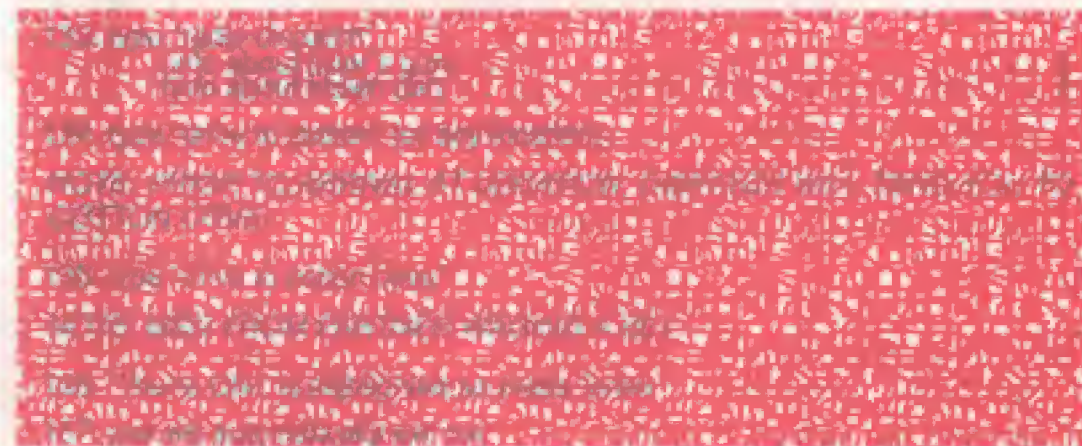
OAK TREE MALL



INSIDE JAILERS CAR



INSIDE UNMARKED CAR



COTTON COVE (ENTRY SCENE)



COTTON COVE (MIDDLE SCENE - AMBUSH)



COTTON COVE (LEFT SCENE)



103. walk over to visitors screen, (witness will walk out)	
104. type "talk witness"	.2
105. walk out of jail	
106. walk to gun lockers	
107. type "open locker"	
108. type "get gun"	
109. walk to drivers door of unmarked car	
110. type "open door" or use function key	
111. type "drive to station" (or any location)	
<i>NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO OAK TREE MALL</i>	
112. type "drive to mall"	
113. walk to rear of unmarked car and face trunk	
114. type "open trunk"	
115. type "get field kit"	
116. walk to passengers door of jailer's car, lower right car	
117. type "open door"	
118. type "dust glove box"	
119. type "use tape"	.3
120. type "open glove box"	
121. type "get holster"	.1
122. type "get bullets"	.1
123. type "close glove box"	
124. type "close door"	
125. program control (Officer Haines brings lady to you)	

126. type "ask about car"	3
127. walk to trunk of unmarked car	
128. type "open trunk"	
129. type "put kit in trunk"	
130. type "close trunk"	
131. walk to driver's door of unmarked car	
132. type "open door" or use function key	
133. type "radio dispatch"	
(info about jailer's gun)	1
(info about stolen car)	2
134. type "drive to station" (or any location)	
<i>NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL SEND YOU TO COTTON COVE.</i>	
135. type "drive to cotton cove"	
<i>NOTE: MSG FROM PARTNER WAGING A BET</i>	
136. "You're ON!" is highlighted so press "enter"	
137. you will automatically exit car	
138. walk over and type "question jogger"	
(actual msg about evidence gains the points)	2
139. walk to left side of screen and enter middle scene	
140. type "draw gun" or use function key	
141. walk toward middle of scene	
142. when Bains appears, type "fire gun" or use function key	4
143. walk to far left and enter "left" scene	
144. immediately walk up screen (to avoid being run down)	
145. after Bains flees scene in stolen car, walk back to unmarked car	

COTTON COVE (ENTRY SCENE)



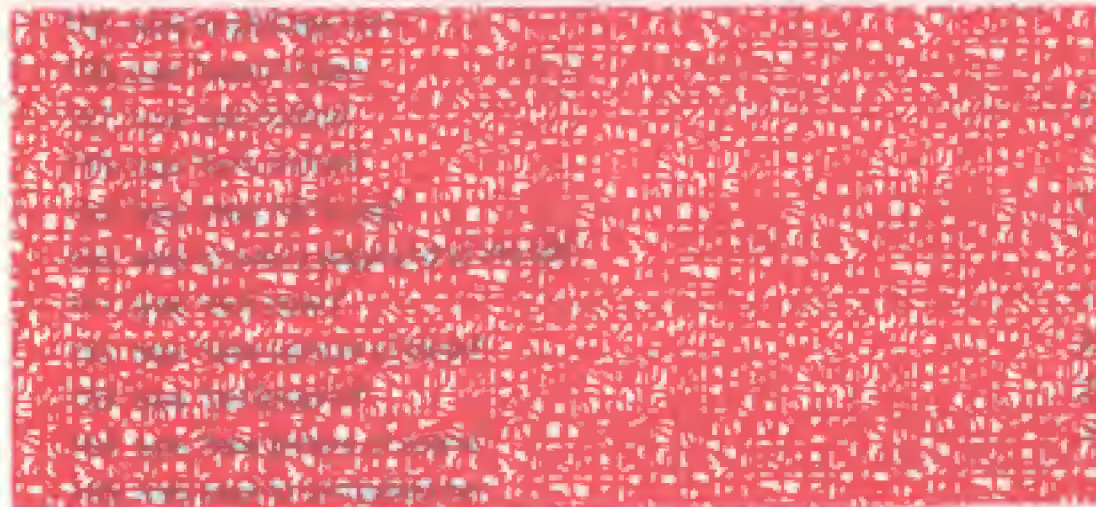
INSIDE UNMARKED CAR



COTTON COVE (ENTRY SCENE)



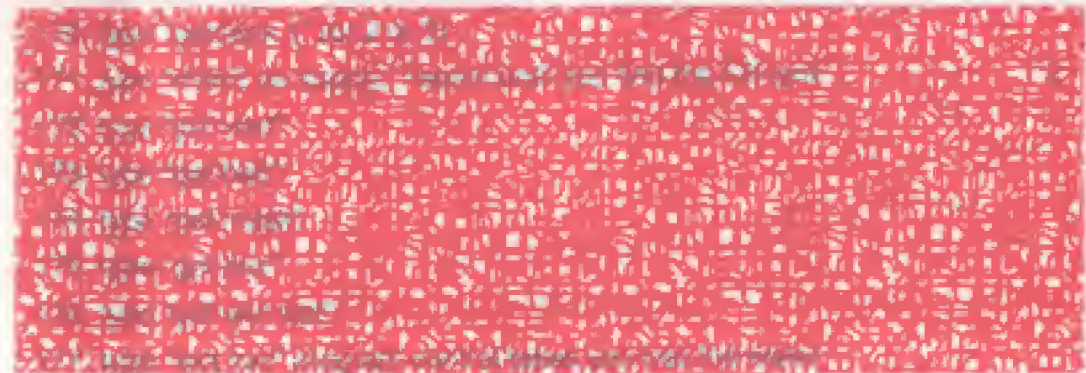
COTTON COVE (LEFT SCENE)



COTTON COVE (MIDDLE SCENE)



INSIDE VAN



UNDER COTTON COVE (MIDDLE SCENE)



UNDER COTTON COVE (LEFT SCENE)



UNDER COTTON COVE (RIGHT SCENE)



146. walk to driver's side of unmarked car	
147. type "enter car" or use function key	
148. type "radio dispatch"	2
149. read messages from dispatch	
150. type "exit car" or use function key	
151. walk to rear of unmarked car	
152. type "open trunk"	
153. type "get field kit"	
154. walk all the way into far left scene	
155. walk to garbage can	
156. type "search trash"	
157. type "get clothes"	1
158. type "look clothes"	
159. type "read name tag"	2
160. walk to river's edge and to the left	
161. type "look down"	1
162. type "take sample of blood"	2
163. type "get footprint"	2
164. type "take picture of scene"	1
165. walk back to unmarked car	
166. walk to diver when he shows up	
167. type "dive in river" (diver will ask for card)	

168. type "search wallet" if you haven't already (diver will change clothes)	
169. walk to van and face sliding door	
170. type "get tank 1" (or 2 or 3)	
171. type "check air supply," repeat until you find the full tank	2
172. type "get vest"	
173. type "get belt"	
174. type "get mask"	
175. type "get fins"	
176. type "get wet suit"	
177. type "exit van" program control takes you into the water	
178. a successful dive is worth 6 points	6
179. swim to middle of scene and type "look down"	
180. type "get object"	2
181. type "look badge"	
182. swim into scene to the left	
183. swim to middle of scene and type "look down"	
184. type "get object" (knife)	2
185. swim to the right and through middle scene into the right scene	
186. swim to right side in the middle and type "look down"	
187. type "move rock"	
188. type "look hand"	
189. type "remove body" program control takes you out of the water	5

COTTON COVE

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

INSIDE UNMARKED CAR

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

AIRPORT PARKING LOT

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

INSIDE STOLEN CAR

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

INSIDE UNMARKED CAR

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

AIRPORT FRONT

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

INSIDE AIRPORT (TICKET COUNTER)

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

INSIDE AIRPORT (CAR RENTAL COUNTER - "SIVA")

1. The first person who was seen
by the witness was a man who was
seen walking away from the car. The
man was wearing a dark jacket and
dark pants. The witness did not
know the man's name. The man
was walking away from the car
towards the building. The witness
did not see the man again.

190. walk to right into middle scene

NOTE: WHEN YOU ENTER MIDDLE SCENE, PROGRAM CONTROL TAKES OVER UNTIL SONNY IS CHANGED BACK INTO STREET CLOTHES.

191. walk back into scene on right with car and Gelepsi

192. walk to rear of unmarked car

193. type "put kit"

194. type "close trunk"

195. walk to driver's door of unmarked car

196. type "open door" or use function key

197. wait for Keith to enter car

198. type "use radio" 2

199. read messages about coroner being dispatched

200. type "use radio"

201. type "drive to station" (or any location)

NOTE: PRIOR TO ARRIVAL AT LOCATION, DISPATCH WILL RADIO ABOUT PURSUIT

202. type "drive to airport"

203. walk to rear of unmarked car, type "open trunk"

204. type "get kit"

205. walk to black car (2nd one down from unmarked car)

206. stand at front of car and type "look plate" (msg. car stolen) 1

207. if not "look plate", you can type "look vin" inside the stolen car for point

208. walk to passenger side of stolen car and type "open door"

209. type "dust rear view mirror"

210. type "use tape" 3 211. type "close door"

212. walk to rear of unmarked car

213. type "put kit"

214. type "close trunk"

215. walk to driver's door of unmarked car

216. type "open door" or use function key

217. Keith will enter the car

218. type "radio plate" 2

219. type "exit car" or use function key

220. walk to the top of the screen (toward airport)

221. walk to the pole located on the left of the crosswalk

222. type "push button" 1

223. walk across street using the cross walk

NOTE: GIRL WILL APPROACH SELLING FLOWERS

224. type "buy rose" or "plant" or "bouquet" 2
 "rose" is cheapest and is acceptable to Marie

225. walk into airport

226. walk to the second ticket agent (woman)

227. type "show id"

228. type "show mug shot" 1

229. type "look passenger list" 3

230. walk to upper left of the screen and enter next scene

231. walk up to rental agent, type "show id"

232. type "show mug shot" 1

233. type "look rental list" 3

234. walk back to ticket counter scene and into restroom

INSIDE AIRPORT (RESTROOM)



AIRPORT FRONT



AIRPORT PARKING LOT



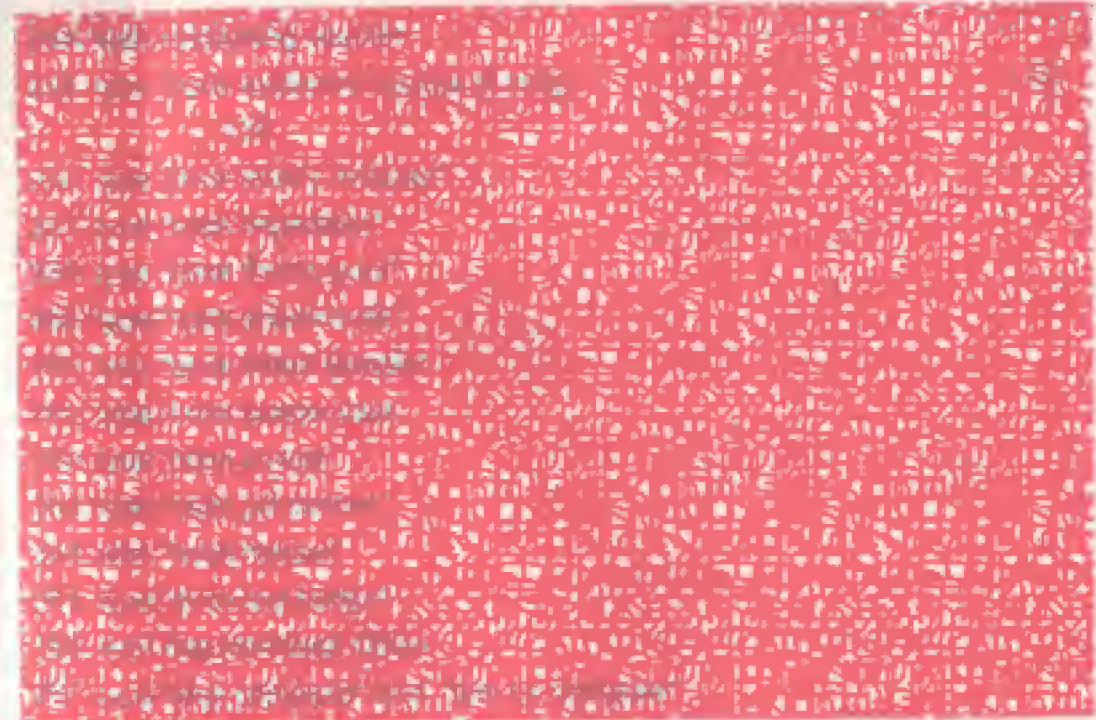
INSIDE UNMARKED CAR



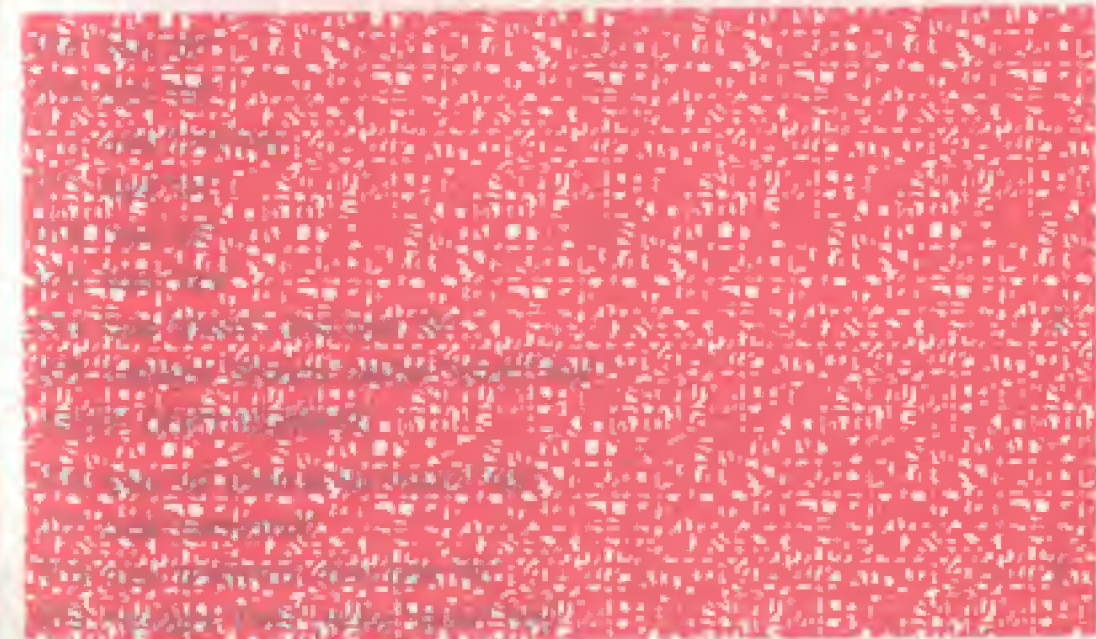
POLICE STATION PARKING LOT



POLICE STATION HALLWAY



COMPUTER



235. walk to middle stall, type "enter stall"	
236. type "look toilet"	
237. type "remove lid"	
238. type "look in tank"	
239. type "remove gun"4
240. type "exit stall"	
241. walk to electric hand dryer on wall	
242. type "turn on dryer"	
243. type "dry gun"2
244. walk out of restroom and out of airport	
245. walk to post (traffic signal device)	
246. type "push button"1
247. walk across street within the crosswalk	
248. walk to bottom of screen into parking lot	
249. walk to drivers side of unmarked car	
250. type "open door" or use function key	
251. type "radio gun" and "radio rental car"1
252. type "drive to station"	
253. walk to police station door, type "open door"	

254. walk to booking counter	
255. type "book evidence" (series of msg)10
OR	
256. type "book jailer's revolver"	
257. type "book fingerprint"	
258. type "book thumb print"	
259. type "book spoon knife"	
260. type "book blood sample"	
261. type "book plaster cast"	
262. type "book bullets"	
263. type "book jail clothes"	
264. type "book holster"	
265. type "book lost badge"	
266. walk into Homicide Office	
267. type "look computer" and "turn on computer"	
268. type "dir"	
269. type "cd"	
270. type "Criminal"	
271. type "dir"	
272. type "cd"	
273. type "vice"	
274. type "Miami", then type "dir"2
275. highlight "Wilkens" (strike "return" key)	
NOTE: COPY ADDRESS	
276. type "cd" (then strike "return" key)	
277. type "personnel"	
278. type "pistachio", then type "dir"2
279. highlight "Pratt" (strike "return" key)	

NARCOTICS OFFICE

HOMICIDE OFFICE

POLICE STATION PARKING LOT

OUTSIDE RESTAURANT

INSIDE RESTAURANT

POLICE STATION PARKING LOT

HOMICIDE OFFICE

INTERNAL AFFAIRS HAS OPEN FILE ON PRATT DUE TO

300. type "sit down"

301. walk into Narcotics Office

302. type "sit down"

303. type "sit down"5

NOTE: THIS CAN BE DONE AT ANY TIME ON DAY ONE, BUT CAN ONLY BE DONE FOR POINTS IF YOU HAVE SEEN COMPUTER FILE

304. type "sit down"

305. walk into Narcotics Office

306. walk to Clerk and type "sit down"

307. type "sit down"

308. type "sit down"

309. type "sit down"

310. type "sit down"

311. type "sit down"

312. type "sit down"

313. type "sit down"

314. type "sit down"3

315. walk to car and walk out of police station

316. walk to car and type "open door"

317. walk to restaurant

318. type "sit down" or use function key

299. walk into restaurant

NOTE: WAITER WILL COME TO YOU AND TELL YOU TO FIND A SEAT

300. walk to Marie's table

301. type "sit down"

302. type "talk Marie"

NOTE: WAITER WILL COME OUT TO TAKE ORDER

303. type "order meal"

304. type "give flower"3

305. type "kiss Marie"2

306. type "look Marie"

307. type "kiss Marie"2

NOTE: WAITER BRINGS FOOD

308. type "eat food"1

309. type "bring bill"2

NOTE: AFTER PAYING FOR FOOD, THERE WILL BE AN "IRIS" EFFECT AND YOU WILL BE BACK IN THE POLICE PARKING LOT.

310. type "get keys" and "exit car"

311. walk to police station door and type "open door"

312. walk over and stand at Captain's desk

NOTE: MESSAGES TELLING OF MURDER VICTIM

313. walk to key board and type "get key"

314. walk out of police station into parking lot

POLICE STATION PARKING LOT



INSIDE UNMARKED CAR



WOODY ROBERTS MURDER SCENE



INSIDE TRUNK



INSIDE TRUNK



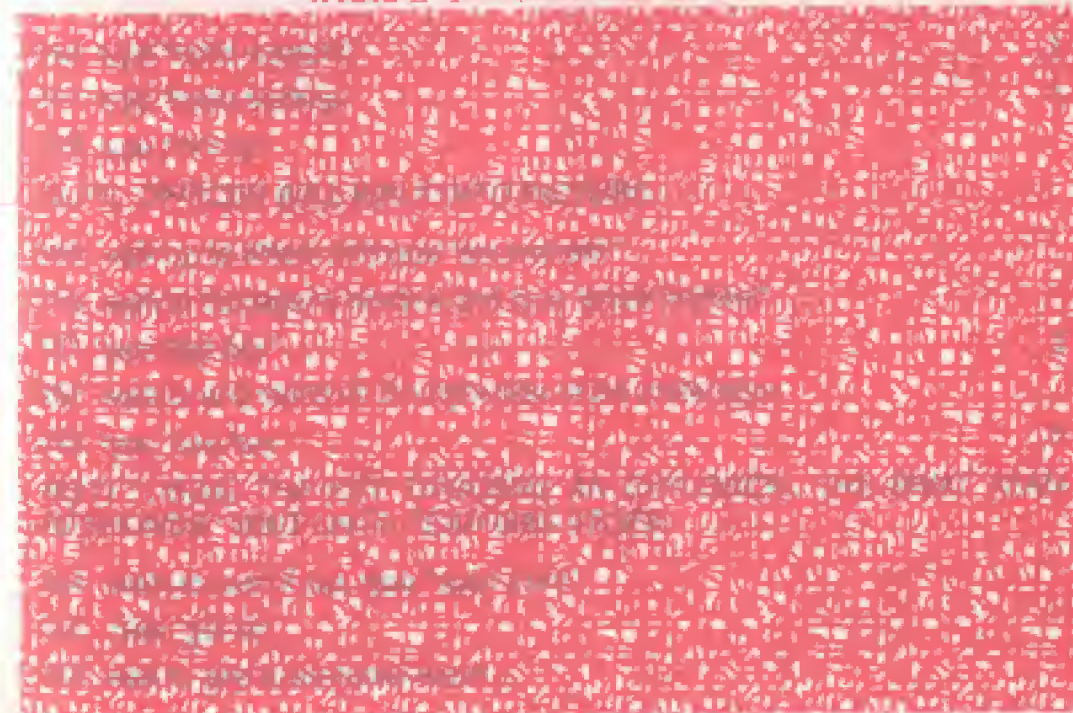
INSIDE UNMARKED CAR



MOTEL PARKING LOT



INSIDE UNMARKED CAR



315. walk to unmarked car

316. type "unlock door" and "open door"

317. type "drive to warehouse"

318. type "open trunk" and "get kit"

319. walk to rear of victims car

320. type "get blood" when near blood1

OR

321. type "get blood" when looking in trunk

322. type "dust trunk for prints"

323. type "take pictures"1

324. type "lock trunk"

325. type "look face"1

326. type "look hand"

327. type "get corner of envelope"2

328. type "read corner of envelope"

329. when coroner arrives, type "remove body"2

330. after coroner leaves with body, type "look trunk"

331. type "search trunk"2

332. type "get paper"

333. type "close trunk"

334. go to rear of unmarked car

335. type "put kit"

336. type "close trunk"

337. walk to unmarked car and type "open door"

338. type "drive to motel"

339. program control takes you out of car

340. walk to manager's window

341. type "talk man"

342. type "show id"

343. type "show mug shot"3

OR

344. type "ask about William Cole"

345. walk to car, type "enter car"

346. type "radio warrant"2

347. type "radio backup"2

348. type "exit car"

NOTE: OFFICER WILL WALK INTO PICTURE

349. walk up to officer and type "get warrant"

350. walk to manager's window and type "show warrant"3

351. type "get key"3

352. walk to and stand on the right side of the motel door

353. type "use key"3

NOTE: USING THE KEY TRIGGERS AN EXPLOSION, THE SWAT TEAM RESPONDS. WAIT UNTIL TEAR-GAS STOPS

354. walk to rear of car, type "open trunk"

355. type "get kit"

356. walk to and enter motel room

INSIDE MOTEL ROOM



MOTEL PARKING LOT



INSIDE UNMARKED CAR



OUTSIDE MARIE'S HOUSE



INSIDE MARIE'S HOUSE



OUTSIDE MARIE'S HOUSE



INSIDE UNMARKED CAR



POLICE STATION PARKING LOT



HALLWAY



BURGLARY OFFICE



357. walk to the near corner of the bed	
358. type "look floor"	
359. type "take sample"	1
360. walk to back of bed	
361. type "look under bed"	
362. type "get tube"	3
363. walk to nightstand and type "open drawer"	
364. type "get envelope"	
365. type "look envelope"	
366. type "read letter"	2
367. walk into restroom	
368. type "look around"	
369. type "look sink"	
370. type "get card"	3
371. type "look card"	
372. walk out of motel	

373. walk to rear of unmarked car, type "put kit"	
374. type "close trunk"	
375. walk to car, type "enter car"	

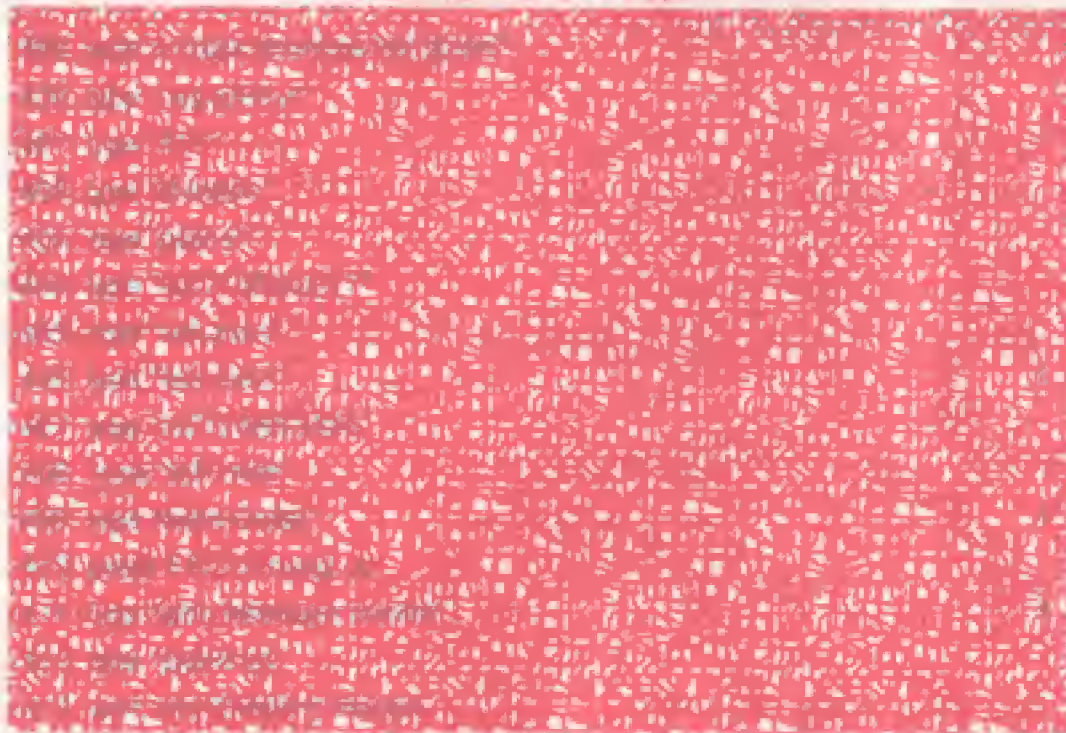
376. type "drive to Marie's"	
------------------------------	--

NOTE: WALK UP TO FRONT DOOR

377. type "get note"	
378. type "read note"	

379. type "look handwriting"	3
380. type "open door"	
381. type "look sofa"	
382. walk to stuff on floor, type "look floor"	
383. type "look ashtray"	
384. type "get paper" (hit list)	3
385. walk out of house, walk to unmarked car	
386. walk to unmarked car, type "open door"	
387. type "drive to station"	
388. walk to police station door	
389. type "unlock door"	
390. walk to booking cage	
391. type "talk man"	
392. type "book evidence"	6
393. walk to door just right of cage, type "open door"	
394. walk to first desk (Jim Simpson)	
395. type "talk man"	
396. type "ask about shotgun"	2
397. type "ask about prints"	2
398. walk into Homicide Office	

HOMICIDE OFFICE



SHOOTING RANGE



PARKING LOT



INSIDE UNMARKED CAR



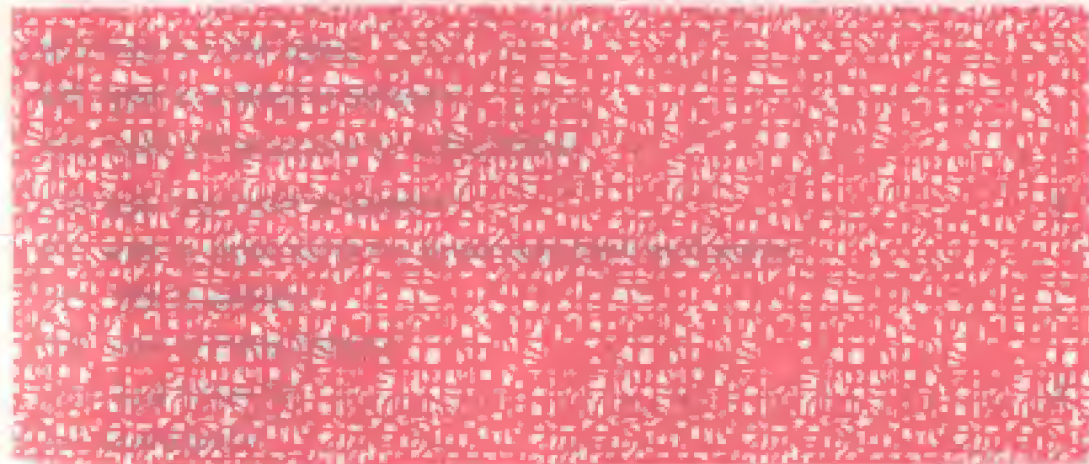
AIRPORT PARKING LOT



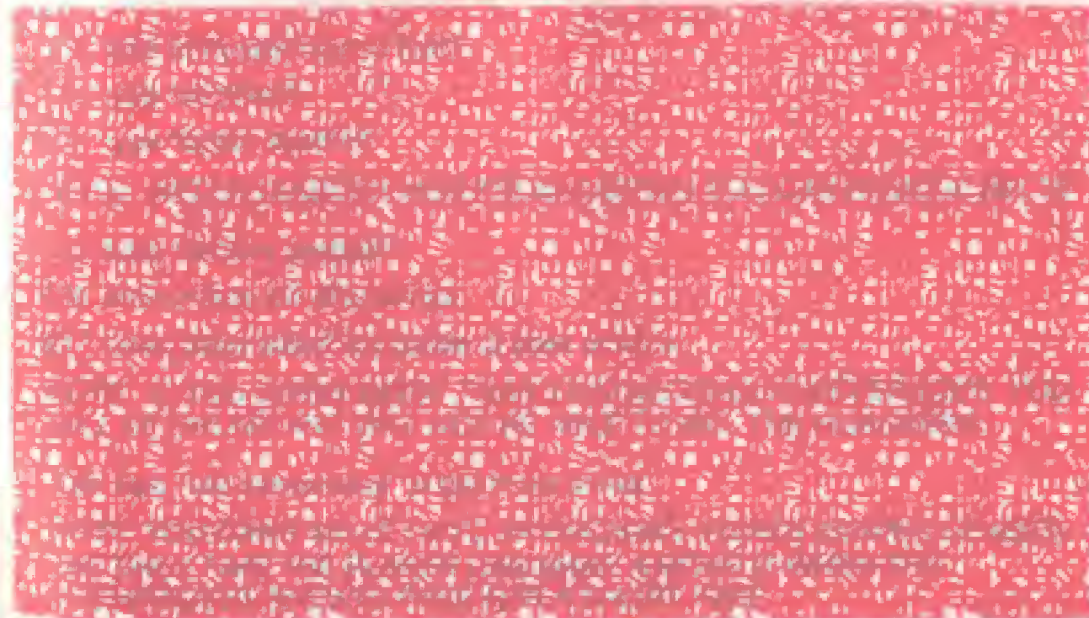
AIRPORT FRONT



INSIDE AIRPORT



INSIDE AIRPLANE



- 399. walk to desk and type "sit down"
- 400. type "use phone"
- 401. type "411"
- 402. type "steelton"
- 403. type "police"
- 404. type "(407) 555-2677"
- 405. type "talk man"
- 406. type "talk man" 4
- 407. type "(407) 555-3323"
- 408. type "talk man"
- 409. type "warn Colby" 4
- 410. press ESC to hang up
- 411. type "look message basket" 3
- 412. type "stand up"
- 413. walk into Shooting Range

NOTE: BEFORE LEAVING STATION YOU HAVE TO SIGHT YOUR GUN (FOR STEP-BY-STEP INSTRUCTIONS, SEE PAGE 20.) WALK INTO PARKING LOT. LOAD YOUR GUN.

- 414. walk to unmarked car, type "open door"
- 415. type "drive to airport"
- 416. walk to rear of unmarked car, type "open trunk"
- 417. type "get kit" and "close trunk"
- 418. walk to the top of the screen (toward airport)

- 419. walk to the pole located on the left of the crosswalk
- 420. type "push button"
- 421. walk across street using the cross walk
- 422. walk into airport

- 423. walk to ticket agent
- 424. type "buy ticket to Steelton"
- 425. Keith will telephone for authorization
- 426. type "buy ticket to Steelton" 3
- 427. walk to upper left of the screen and enter next scene
- 428. ride up elevator
- 429. walk to metal detector
- 430. type "show ID" 2
- 431. board plane

- 432. take front seat next to Keith
- 433. type "sit down"
- 434. type "fasten seatbelt" 1

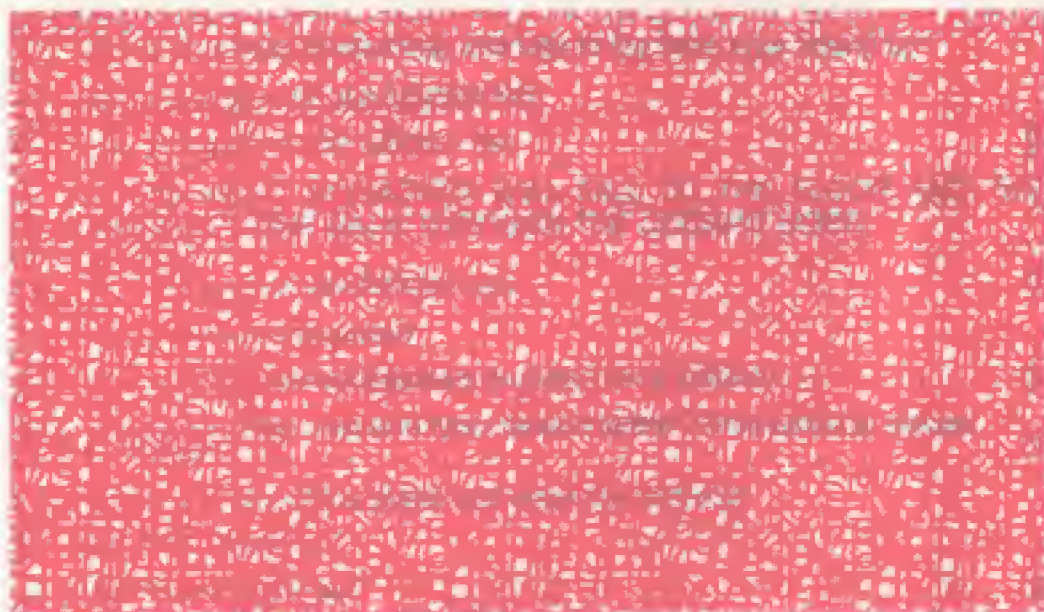
NOTE: AFTER TAKEOFF, MSG FROM CAPTAIN YOU CAN REMOVE BELTS

- 435. type "remove seatbelt"
- 436. stewardess will offer drinks
- 437. type "order water" (or coffee or beer or wine)

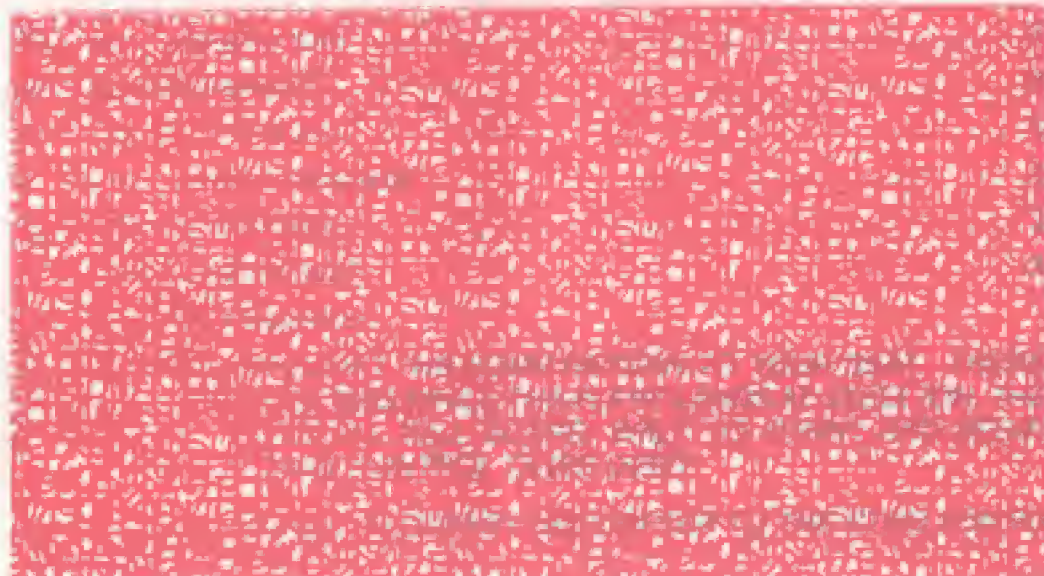
NOTE: IF YOU DRINK MORE THAN TWO ALCOHOLIC BEVERAGES, YOU WILL BE DRUNK AND WILL NOT BE ABLE TO KILL THE HIJACKERS

- 438. type "call stewardess" to get more drinks

NOTE: YOU CAN'T MOVE UNTIL SKYJACKING STARTS (SERIES OF MSG). THE ONLY TIME THE PLAYER CAN MAKE A MOVE IS WHEN THE STEWARDESS BREAKS FREE FOR A SHORT TIME



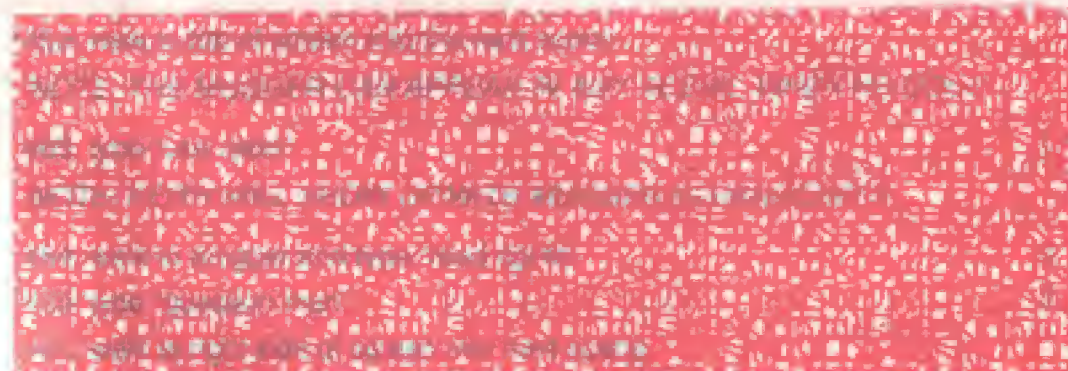
INSIDE PAPER TOWEL DISPENSER



INSIDE STEELTON POLICE STATION



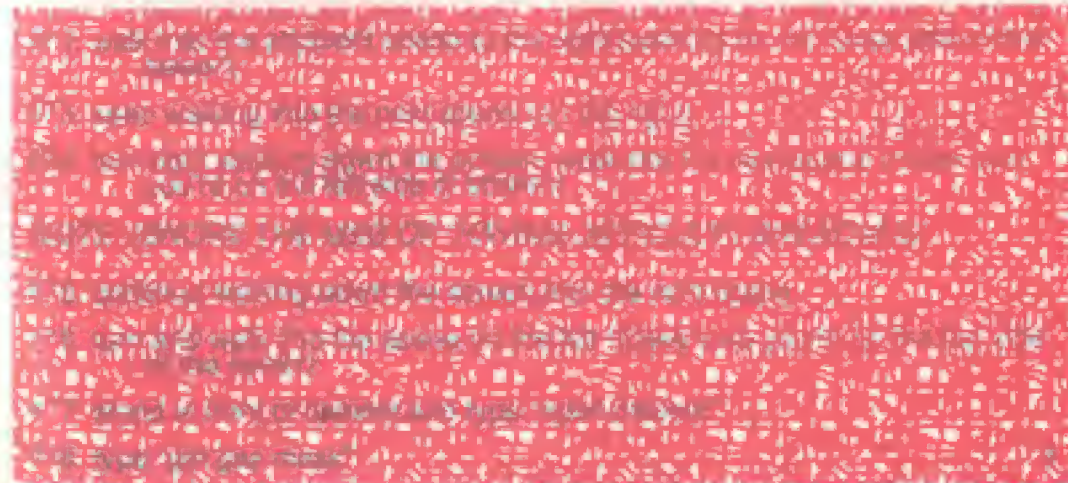
STEELTON PARK



STEELTON PARK SEWER ENTRY SCENE



SEWER



457. the skyjacker breaks free and falls to the floor, type "stand up"
 458. type "look table" or use function key
 459. type "look table" or use function key .6
 460. THE FIRST SKYJACKER WILL FALL TO THE FLOOR AND THE
 TWO WILL COME BACK THROUGH THE COCKPIT DOOR

461. type "look table" or use function key .3
 462. the skyjacker
 463. type "search masked skyjacker's pockets" (wire cutters) .3
 464. type "question man" and type "search turban" (instruction to defuse
 the bomb)
 465. walk out of the plane and enter the restroom
 466. type "look mugger"
 467. type "look mugger" 2

468. type "look table" .3
 469. type "look table" .3
 470. type "look table" .3
 471. type "look table" .3
 472. type "look table" .3
 473. type "look table" .3
 474. type "look table" .3

475. WHILE LEAVING THE BOMB RETURN TO YOUR SEAT. THERE
 WILL BE A MSG WHILE THE PLANE LANDS AT STEELTON. THE
 AIRMAN WILL BOARD, WALK TO SONNY AND BEGIN
 PROGRAM CONTROL TAKES OVER.

476. THE PLANE FLOWN BY HELICOPTER TO THE STEELTON PD

477. IF YOU A SERIES OF MSG

458. type "look table"
 459. type "get radio" 3
 460. walk out of Lieutenant's Office all the way to left of screen
 461. program control will take you to Steelton Park

462. walk to top of screen into the next scene
 NOTE: THE MUGGER CAN APPEAR IN ANY SCENE, WHEN HE DOES

463. type "use radio" 5
 NOTE: KEITH WILL SHOW UP WITH MUGGER IN HANDCUFFS

464. walk to mugger and type "read rights" 2
 465. type "question man" 2
 466. walk to right side of screen into next scene

467. walk to right side of little hill, near lower middle screen
 468. type "look down" 1
 469. type "open cover" 2
 470. type "look sewer"
 471. type "climb down ladder"

472. walk into the adjacent scene to the right (walking on the lower side of the
 sewer)
 473. keep walking into the next scene (on the right)
 474. turn right walking down the screen, walk into the next scene (make sure
 you're on the left side of screen)

NOTE: IGNORE THE MSG OF "HAVING DIFFICULTY BREATHING"

475. continue walking down the screen into the next scene
 476. turn and walk into the scene on the left (make sure you're on the top side
 of the sewer)
 477. stand in front of cabinet and type "open cabinet"
 478. type "get gas mask" 4

1. The first step in the process of the police is to receive a call from the public. This is usually done by a dispatcher who will take the call and assign an officer to the scene. The officer will then arrive at the scene and investigate the situation. This is the first step in the process of the police.

2. The second step is to gather information. This is done by talking to the people involved in the situation and by looking at any evidence that is available. This information is then used to determine what happened and who is responsible.

3. The third step is to make a decision. This is done by the officer who is at the scene. They will decide if a crime has been committed and if they should arrest anyone. This decision is based on the information that they have gathered.

4. The fourth step is to make an arrest. This is done by the officer who has decided to make an arrest. They will take the person to the police station and then to court.

5. The fifth step is to file a report. This is done by the officer who made the arrest. They will write a report of what happened and who was arrested. This report is then filed with the police department.

CONTROL ROOM

1. The control room is the central hub of the police department. It is where all the information is gathered and where the officers are dispatched. The control room is usually located in the police station and is staffed by a dispatcher.

2. The dispatcher is the person who takes the calls from the public and assigns officers to the scene. They will also provide information to the officers about the situation and the location of the scene.

3. The control room is also responsible for keeping track of the officers and their locations. This is done by using a system of radio frequencies and by monitoring the officers' movements.

4. The control room is also responsible for coordinating the response to emergencies. This is done by contacting other agencies and by providing them with the necessary information.

5. The control room is also responsible for providing support to the officers. This is done by providing them with information about the situation and by providing them with the necessary resources.

POLICE QUEST 2

MAPS

479. turn around, cross the sewer to the lower side, walk back into the next scene
480. type "wear gas mask"
481. walk to the right, turn the corner, and walk down the screen into the next scene
482. continue walking down the screen into the next scene (avoid open man hole)
483. turn the corner to the left and stop (make sure you're on the top side of the sewer)
484. walk to the left of the screen into the next scene
485. walk to the control room door
486. walk into the control room 10

487. walk to Marie
488. type "keep quiet" 5
489. type "untie Marie" 5

NOTE: MAKE SURE GUN IS DRAWN AND LOADED

490. walk to and hide behind large pipe on left

NOTE: ALLOW TIMER TO EXPIRE AND BAINS WILL ENTER SCENE

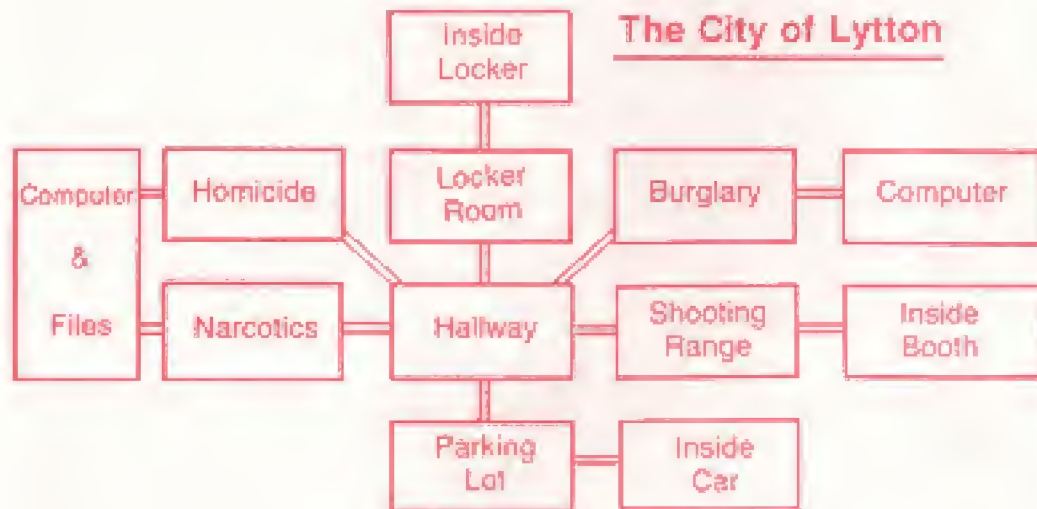
491. type "fire gun" or use function key

NOTE: YOU MUST SHOOT BAINS AT LEAST TWICE IN ORDER TO KILL HIM. HE WILL KILL YOU IN THREE SHOTS. BAINS MUST BE CLOSE ENOUGH TO YOU FOR A HIT. REMAIN BEHIND PIPE WHEN SHOOTING HIM.

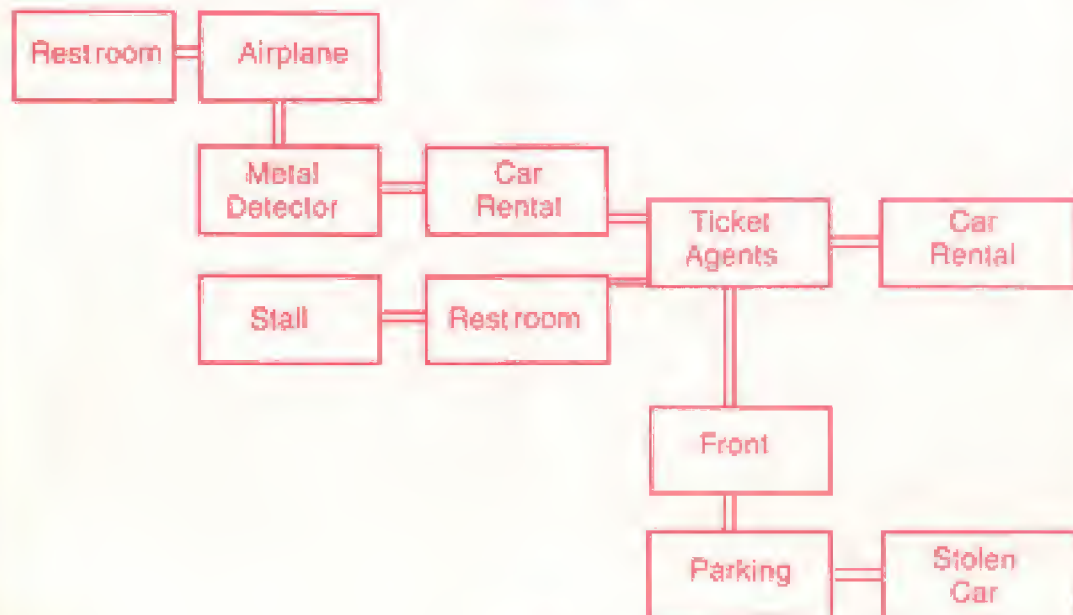
492. The "Death Angel" is killed. 15
493. Program control takes you through ending sequence

HINT MAP

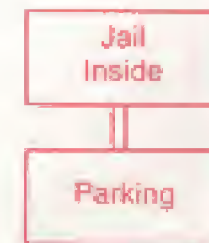
Police Station



Airport



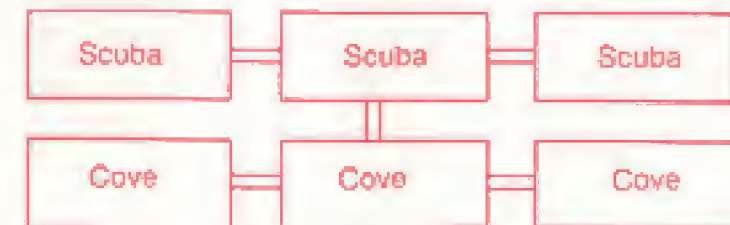
Jail



Motel



Cotton Cove



Murder Scene



```

graph TD
    A[Annle's inside] --- B[Parking Lot]
  
```

Marie's inside

Front

```

graph TD
    A[Stolen Car] --> B[Police]
    B --> C[Arrest]
    C --> D[Prosecution]
    D --> E[Conviction]
    E --> F[Prison]
    F --> G[Rehabilitation]
    G --> H[Release]
    H --> I[Recidivism]
    I --> A

```

```

graph TD
    Heli[Heli Landing] --- Lt[Lt. Office]

```

```

graph TD
    A[Park] --- B[Park]
    B --- C[Park]
    B --- D[Park Manhole]
    B --- E[Park]
  
```

Entrance

Gas Mask

Control Room

Control Room

Door

Send off → Into sunset



© 1991 Sierra On-Line, Inc.

000001610



To reveal the **HIDDEN** clues, place the red Adventure Window over the red patterned areas in your hint book so that the dot shows through the hole.



SIERRA®
Adventure
Window